

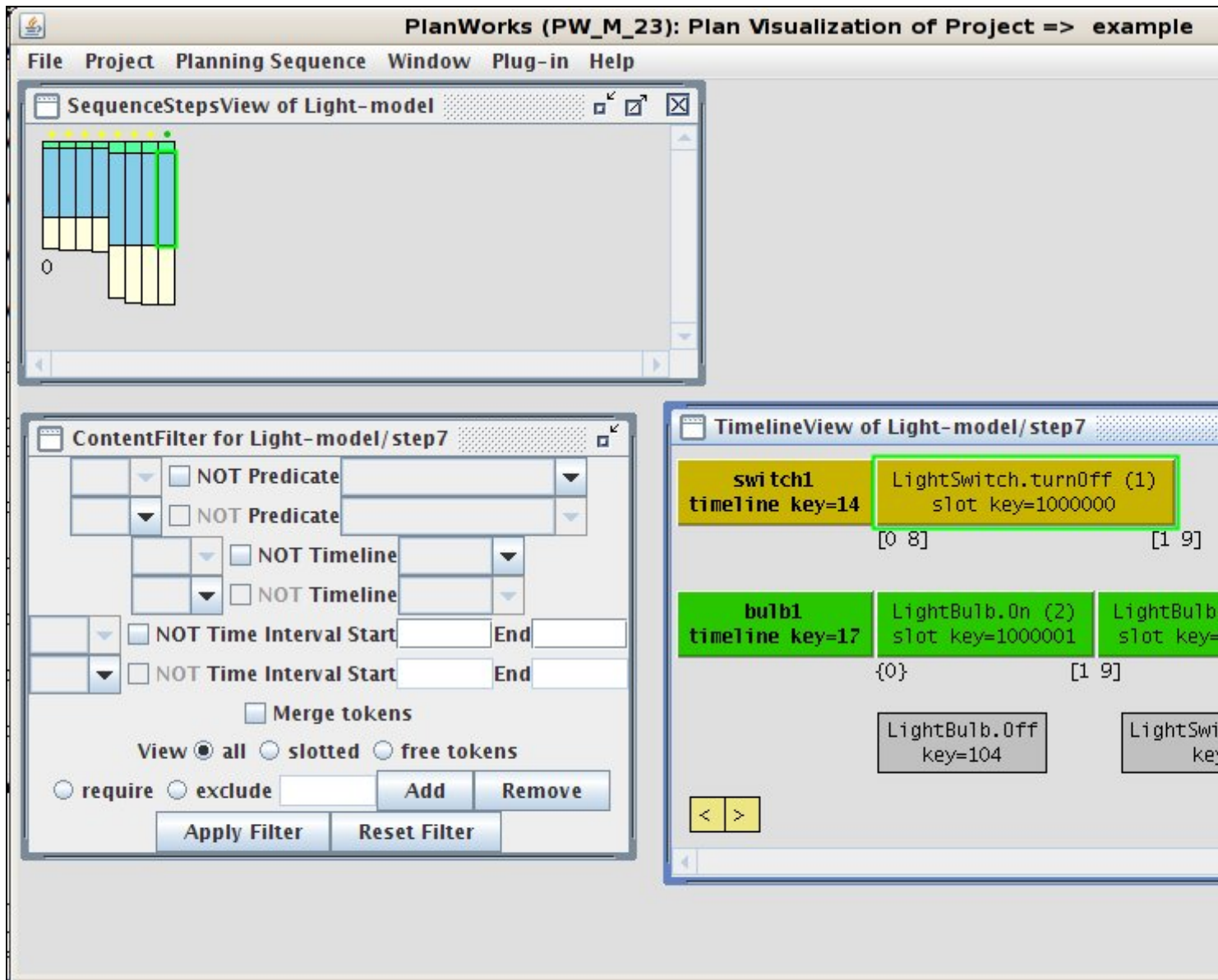
# PlanWorks Timeline View

This view lays out the plan's objects, timelines, and slots. Start/end time intervals are displayed at slot boundaries. Applying a Content Filter specification will cause the view to be redrawn with only the filtered timelines and slots. Adjacent slots whose end and start intervals are equal will be drawn abutting each other. Those that are not, will be drawn with a fixed space between them, and the later slot will have its time interval labels drawn "lower" than the previous slot, to prevent overlap. Mouse cursor over timeline slots displays the slot's "predicateName(parameterValues)", and the second line displays the token keys(s).

Providing the Temporal Extent View is open for a partial plan step which has a Timeline View, Mouse-Right on the Timeline View background offers "Enable/Disable Auto Snap", which when enabled will cause the Temporal Extent View's focus to follow the mouse cursor's movement over Timeline View slots and free tokens.

## Example

The following figure shows the result of right-clicking on the last bar in the *SequenceStepsView* of the Light example and selecting **Open Timeline View**:



The *ContentFilter* window allows the nodes shown in the *TimelineView* window to be filtered in various ways. This can be helpful on larger project. Some observations regarding the *TimelineView* window follow:

- The *TimelineView* shows the two objects in this project that are timelines:
  - ♦ *switch1*: Contains a single 'turnOff' token.
  - ♦ *bulb1*: Contains an 'On' token followed by an 'Off' token.
- The two grey tokens at the bottom are inactive tokens. For example, the 'Off' token is required to precede the active 'On' token but will occur before time 0 and is therefore inactive.
- The '(2)' inside the green 'On' token indicates that two 'On' tokens have been merged together to create that token (The 'On' token created by the initial state, and the slave token created by the 'turnOff' token).
- The numbers below the timeline tokens indicate the ranges for their start and end variables. For example, {0} means the bulb1 'On' token must start at time 0 and [1 9] means the bulb1 'On' token must end between 1 and 9 (inclusive).
- Keys are provided that reference the ids of the various plan elements in the plan database.
- The yellow arrow keys at the bottom allow you to move between steps in the *Planning Sequence*.